

Claim 1 stands rejected under 35 U.S.C. Section 102(e) as being allegedly anticipated by Percival (US 5,991,816). This Section 102(e) rejection is respectfully traversed for at least the following reasons.

Claim 1 requires a "method of transmitting an image which is stored as a number of independently decodable coding units between a server and a client, the method comprising: transmitting a request for image data relating to the image from the client to the server, starting transmission of the requested image data from the server to the client, transmitting a request to the server for a new part of the image during or after transmission thereof, and transmitting independently decodable coding units corresponding to the requested new part of the image from the server to the client using only coding units not already transmitted."

Percival discloses a image transfer protocol wherein a requested image is first transmitted in a low-detailed version. Thereafter, if more detail is requested, additional data for that portion is transmitted. The additional data is combined with the earlier transmitted low-detailed version at the receiver in order to re-create the detailed portion. This procedure is known as "progressive transmission" where later data of a higher resolution is combined with earlier-transmitted data of a lower resolution in order to re-create an image; and is much different than the invention recited in claim 1.

In contrast, claim 1 states that the image data is stored as a number of independently decodable coding units. According to claim 1, the image data is coded and transmitted from a server as a set of independently decodable coding units; which can thus be decoded *without* depending upon earlier transmitted image data. This is the

opposite of Percival which requires use of the earlier-transmitted image data to re-create the desired image. The system/method of claim 1 is superior to that of Percival, since the method of claim 1 which requires using independently decodable coding units allows the server to avoid the need for storing store state information with respect to earlier transmissions and/or requests in certain situations.

It can be seen from the above that Percival fails to disclose or suggest the following requirements of claim 1: (a) "an image . . . is stored as a number of independently decodable coding units", and (b) "transmitting independently decodable coding units corresponding to the requested new part of the image from the server to the client using only coding units not already transmitted." Percival discloses nothing akin to these aspects of claim 1, and in fact teaches directly away from the same as discussed above.

Claim 8 requires transmitting independently decodable coding units corresponding to the requested new part of the image from the server to the client using only coding units not already transmitted. Again, Percival fails to disclose or suggest this aspect of claim 8.

For at least the foregoing reasons, it is respectfully requested that all rejections be withdrawn. All claims are in condition for allowance. If any minor matter remains to be resolved, the Examiner is invited to telephone the undersigned with regard to the same.

Respectfully submitted,

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By:



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VERSION WITH MARKINGS TO SHOW CHANGES MADE

IN THE CLAIMS

Please amend the following claims:

1. *(Amended)* A method of transmitting an image[,] which is stored as a number of independently decodable coding units[,] between a server and a client, [characterized by the steps of] the method comprising:

transmitting a request for image data relating to the image from the client to the server,

starting transmission of the requested image data from the server to the client,  
transmitting a request to the server for a new part of the image during or after transmission thereof, and

transmitting independently decodable coding units corresponding to the requested new part of the image from the server to the client using only coding units not already transmitted.

8. *(Amended)* A client-server system, wherein images are stored as a number of coding units in the server, [characterized by] comprising:

means in the server for receiving a request for image data from the client,

means for transmitting the requested image data from the server to the client,

means in the server for receiving a request for a new part of the image during or after transmission thereof, and

means in the server for transmitting independently decodable coding units  
corresponding to the requested new part of the image from the server to the client using  
only coding units not already transmitted.